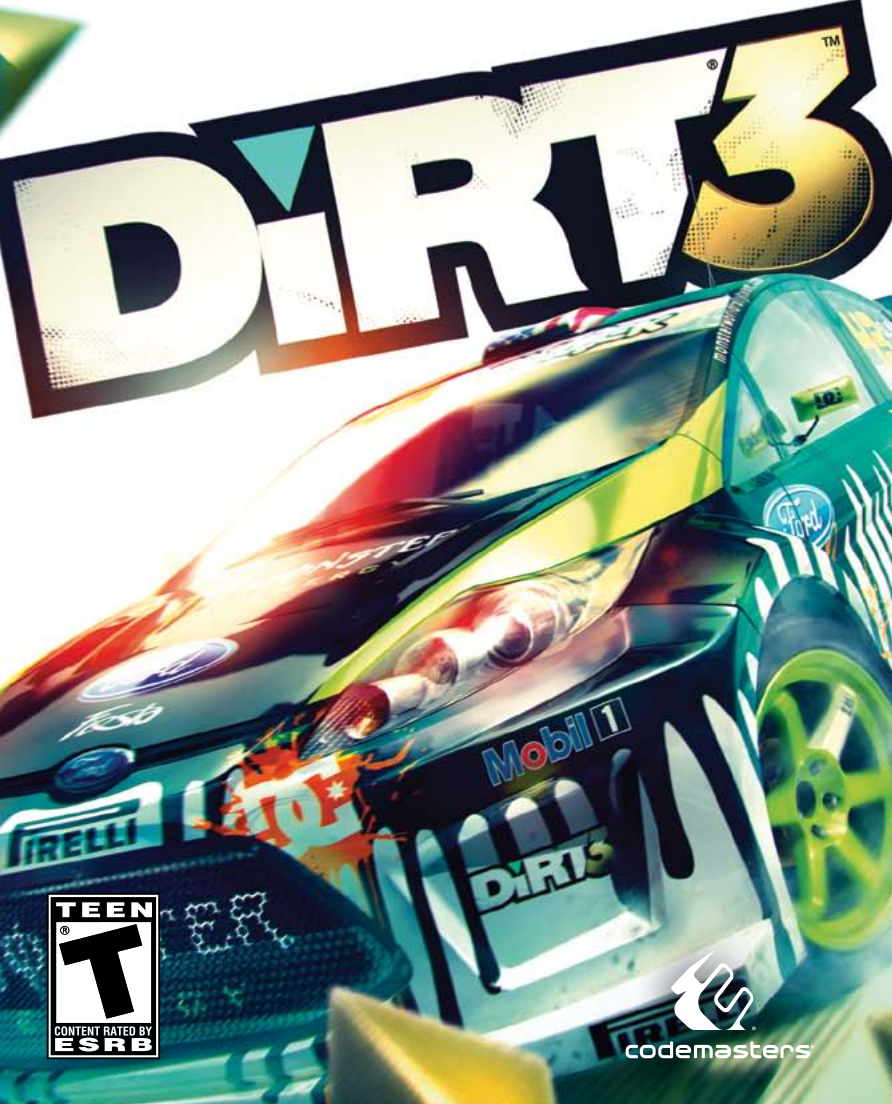

DiRT 3
Mobil 1
PIRELLI
TEEN
T
CONTENT RATED BY
ESRB
codemasters

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED 1
THE DiRT TOUR 2
CONTROLS 3
YOUR VIP PASS 3
THE DC COMPOUND 4
TOUR DISCIPLINES 5
DC CHALLENGES 5
VIDEO SHARING 6
GYMKHANA 7
IN THE RACE 9
FLASHBACK 10
GET CONNECTED 11
MULTIPLAYER 11
PARTY MODES 12
AUDIO SETTINGS 13
THANKS TO 13
SOUNDTRACK 15
CUSTOMER SUPPORT 17
SOFTWARE LICENSE AGREEMENT & WARRANTY 18

MENU GUIDE

Here's what you'll find in the DiRT 3 Main Menu...

This is the main event.

DiRT TOUR
MULTIPLAYER
SINGLEPLAYER
OPTIONS
MY DiRT
VIP

ONLINE
Race online in competitive Pro Tour races, or the more free-form Jam Sessions.

SPLITSCREEN
Take on a friend in splitscreen mode!

TIME TRIAL
Test yourself against the world's finest in any discipline, including Gymkhana and Challenges.

SINGLE RACE
Race however you want - any place, any time.

DLC
Download new cars, tracks, DiRT Tour events and more.

NEWS
Check out DiRT 3 announcements and community news.

STATS

GARAGE
Check out your vehicles and liveries.

You can change all kinds of options here including audio, controls, HUD and...

RACING STYLE
Choose a co-driver and change your car's horn here.

Read more on page 3.

GETTING STARTED

NOTICES :

Video output in HD requires cables and an HD- compatible display, both sold separately.
Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets.
Some limitations apply.

GETTING STARTED
PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Dirt®3™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

Note: Game Data is required to play Dirt®3™, this data will be created the first time you launch the game. This game saves data automatically at certain points. Do not switch off the power when the HDD access indicator is flashing.

DC COMPOUND

A driving nirvana for you to sharpen your skills or simply cut loose and have a little fun. Read more on page 4.

THE DiRT TOUR

Congratulations! You've been signed as a DC Athlete to compete in the DiRT Tour!
Here's a quick run-down of how it all works...

There are **four DiRT Tour Seasons** for you to take part in.

Each Season contains **four Championships**, with the central one being the **Season Final**.

Each Championship contains a number of **Race Events**. The last event is always the prestigious **Championship Final**.

50

Progress Points are earned by competing in Events. Collect them to unlock further events and championships.

Driver Rep is awarded by doing well in race events, with a bonus for completing **Race Objectives**. More Driver Rep means more Teams will make you offers, letting you race in their cars.

Look out for **DC Challenges** dotted around the DiRT Tour. These offer a break from pure racing and challenge you to put your skills to the test. You'll earn a Driver Rep bonus for your performance in each one.

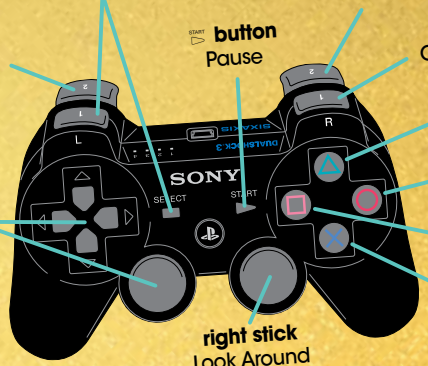
SEASONS

WORLD TOURS

Once you've proved yourself as a driver, the **World Tours** let you compete in each discipline at the absolute highest level.

CONTROLS

DUALSHOCK®3 WIRELESS CONTROLLER



SELECT button / L1 button
Instant Replay / Flashback

R2 button
Accelerate

L2 button
Brake / Reverse

START button
Pause

R1 button
Change Camera

△ button
Look Back

○ button
Handbrake

Directional buttons or left stick
Steering

□ button
Gear Up

× button
Gear Down

right stick
Look Around

R3 button Horn

YOUR VIP PASS

The **VIP Pass Code** provides the complete DiRT 3 experience. You'll have access to:

- **Online play via PlayStation®Network.**
- **Five exclusive vehicles including the McRae R4, the Ford Sierra Cosworth RS500 and the Hummer H3.**
- **YouTube™ video sharing, allowing you to share your finest moments with the world.**

You'll find your unique code on the insert in your game box. If you don't have a code you can purchase one from PlayStation®Store.

THE DC COMPOUND

When the people at DC Shoes found that the old PowerStation at Battersea in London was up for sale, they couldn't think of a better place to create the **ultimate automotive playground**. It's being renovated in three stages but the plans below should give you an idea of some of the exciting locations and tricks that the guys have got in store for you.

THE PARKING LOT

The tarmac is fast and the jumps are high. Practice high speed drifting, donuts and spins, and don't miss the awesome four-way crossover jump!

THE DEPOT

This former container yard offers plenty of high speed driving at ground level and technical driving on top of the containers. Also the warehouse is great for laying down rubber.

THE POWER STATION

Inside, you'll find a huge full-pipe on the ground floor, with scaffolding platforms and jumps towering above. Outside there's a mostly dirt surface and an insane two-way corkscrew jump!

DC MISSIONS

To keep you on your toes there's a load of **DC Missions** for you to complete around the Compound too. Pause your singleplayer Compound session at any time to check the Mission list and see where you should head next. Look out for the **Hidden Packages** too; collecting all of these will be no easy task!

MULTIPLAYER JOYRIDE

If you want to explore the Compound with friends, just set up a multiplayer **JAM SESSION** and choose **JOYRIDE** as the discipline type.

TOUR DISCIPLINES

RALLY and **TRAILBLAZER** are classic point-to-point disciplines. Rally is the more technical of the two, while Trailblazer is all about pushing speed to the limit.

You'll also race in three circuit-based disciplines. **RALLYCROSS** takes place on tight, mixed-surface tracks, while **LANDRUSH** uses more extreme, off-road routes. **HEAD-2-HEAD** races are high-profile 1-on-1 battles on thrilling cross-over tracks.

Also look out for the exciting new **FREESTYLE GYMKHANA** discipline.
Find out more on page 7.

WEATHER

Race events take place at day and at night, in rain and in snow. Your tires will be automatically suited to the conditions but you'll still need to take extra care on wet/snowy surfaces and especially with reduced visibility at night.

DC CHALLENGES

You'll find these special publicity Challenges in the DiRT Tour. Perform well to earn Medals - more medals mean more Driver Rep to help you progress.

GYMKHANA SPRINT - Follow the route around the Compound as fast as you can, hitting all the gymkhana tricks in sequence along the way.

GYMKHANA ATTACK - This time you can hit the tricks in whatever order you like. Plan your route wisely to beat them all as fast as you can.

SMASH ATTACK - It's the Robot Invasion! Smash as many robots as you can in the time limit, but watch out for the civilian buildings!

DRIFT SHOWCASE - Drift down the short track, then turn around and drift back to the start. Score as many points as you can along the way.

SPEEDRUN - Follow the route laid out around the Compound, driving through all the gates in sequence as quickly as you can.

The trick to many of the Challenges is to find the right route. If you just can't seem to get that Platinum medal, have a look at how other players are doing it. Select TIME TRIAL from the Singleplayer menu, choose a challenge mode, then select some ghosts from the top of the leaderboard and see what their secret is!

VIDEO SHARING

Pulled off an amazing stunt or just feel like showing off? Well now you can upload video highlights straight to YouTube for all the world to see! All you need is a YouTube account and a DiRT 3 VIP Pass. Just visit **www.youtube.com** to view your uploaded videos.

Press SELECT during a race to enter an Instant Replay or enter the Full Replay after the race, then hit the YouTube button to start editing.

CONTROLS

✕	Play
L2 / R2	Fast-forward / rewind
↑ / ↓	Change video speed
L1	Place 'start-point' (and reset the 'end point')
R1	Place 'end-point'
□	Preview & upload clip
○	Exit

Visit **www.youtube.com** to view your uploaded videos.

GYMKHANA

Gymkhana is the freshest, newest, most exciting discipline around. It's creative, it's bright and it's all about precision driving and putting on an amazing show for the crowd.

FREESTYLE!

Freestyle Gymkhana is the stadium-based gymkhana variant. Freestyle arenas contain a number of color-coded trick objects, with drivers competing to pull off tricks quickly and skillfully to score maximum points.

TRICK METER - The three triangles around the edge show you how well you performed a trick. One triangle means it was **good**, two means it was **great** and three means it was **awesome!**

CROWD MULTIPLIER - Keeping the crowd interested will multiply your trick scores by up to **3x**. Fill up the central triangle by pulling off tricks quickly, but slow down or crash your car and the crowd will lose interest!

MIX IT UP! - Repeatedly hitting the same trick will see the crowd get less and less excited by it. Make sure you mix things up to keep your routine fresh and avoid tricks being marked as **Stale!**

SPIN ZONES

Get into the zone and spin **as fast as you can.**

SMASH BLOCKS

Smash the blocks as you drive between tricks.

JUMPS

Jump **as far as you can** off the ramp.

DRIFT GATES

Go **fast and sideways** between the posts or through the archways to score maximum points.

DONUTS

Spin around the object with your car **sideways** and as **close to the center** as you dare!

TRICKSTEER

Having trouble with your spins? Turn on the Tricksteer assist in the Service Area before any Gymkhana event and this should help you keep things under control. You can also choose to show guidance lines on the ground.

TRICKSTEER

Having trouble with your spins? Turn on the Tricksteer assist in the Service Area before any Gymkhana event and this should help you keep things under control. You can also choose to show guidance lines on the ground.

Tricksteer will help you stay on the right line for donuts and spins, making a smooth spin much easier. You will still need to judge your approach speed and angle carefully though as it won't do all the work for you!

PRO TIPS

When you get it right Freestyle Gymkhana is a thing of beauty, but it's not easy at first. Here's some expert tips to get you going...

DRIFTS - Speed and angle are what counts. Passing through a gate as a part of a long, smooth drift is ideal, but if there's no space then get up as much speed as you can and then just before the gate, steer hard and tap the handbrake to get the car sideways.

DONUTS - Control is key here. To begin with, approach at a low speed and drive past the central object. Just as you go past, hit the throttle, steer hard into the donut and tap the handbrake. With the throttle held, balance the steering to keep your spin smooth and close to the center.

SPIN ZONES - Again, the approach is key. Don't drive straight at the zone, but aim to drive past it, and not too fast! As you get alongside it, floor the throttle, turn hard into the zone and tap the handbrake to get the back end out. Keep the wheels at full lock to get the tightest spin possible.

CROWD CONTROL - If you want to maximize your scores you'll really need to work the crowd. Keep your eye on the crowd multiplier and aim to get it up to 3x as quickly as you can, then make sure you cash-in as many tricks as you can while you're in the 3x powerplay! Experiment to see which tricks have the biggest impact on the crowd.

Of course, you can always resort to drawing inspiration from others. Choose TIME TRIAL from the Singleplayer menu, pick a Gymkhana course and take in a few ghosts from the top of the leaderboard. You can then see exactly what their secret is and maybe even borrow their routine!

IN THE RACE

Look out for these settings in the Service Area before each race.

EXPERIENCE LEVEL

DiRT 3's Experience Level lets you select the level of challenge that is appropriate for your skill level. You can choose either the Casual, Intermediate or Advanced preset which will adjust your difficulty, damage and driving assists settings. You can also tweak settings individually to create your own Custom setup.

DRIVING ASSISTS

ABS - Prevents brakes locking up under heavy braking.

DYNAMIC RACING LINE - Shows the racing line on the track, colored dynamically to show braking and acceleration zones.

STABILITY CONTROL - Prevents spinning under heavy acceleration.

CORNER BRAKING - Brakes automatically at corners to prevent overshooting.

THROTTLE MANAGEMENT - Stops you from speeding dangerously.

AUTO STEER - Helps keep your vehicle in the optimal racing position.

VEHICLE SETUP

GEAR RATIO - A shorter gear ratio will give you better acceleration; a long ratio will increase your top speed.

DOWNFORCE - Increased downforce will improve grip when cornering, but will limit the vehicle's top speed.

SUSPENSION - Stiffer suspension will improve cornering but will mean the vehicle may cope worse with uneven ground.

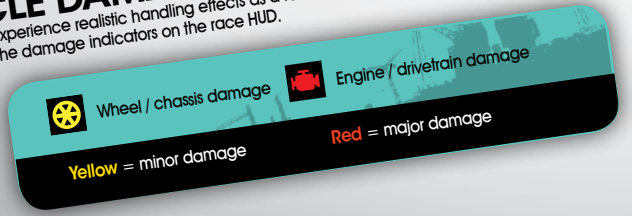
RIDE HEIGHT - More ground clearance is useful on bumpy terrain, but it can reduce cornering stability.

DIFFERENTIAL - A stronger differential encourages oversteer and makes powersliding easier. A weaker differential increases vehicle control.

BRAKE BIAS - A rear brake-balance will increase oversteer on the way into a corner making it easier to set up a powerslide. Overall braking efficiency is reduced however.

VEHICLE DAMAGE

If you enable full damage on the Difficulty and Assists screen, you'll experience realistic handling effects as a result of vehicle damage during races. Watch out for the damage indicators on the race HUD.



CO-DRIVER CALLS

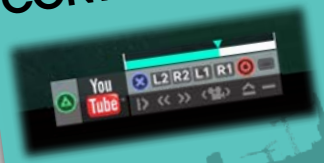
You can choose between simple and technical co-driver calls from the Racing Style screen in the Options menu.

FLASHBACK

Flashbacks give you power to rewind time and correct your mistakes - just press SELECT or L1 during a race to be taken into Instant Replay mode from where you can watch how events unfolded and pick a point in time to Flashback to.

You can only Flashback a limited number of times in a given race so keep an eye on the Flashback icons in your race HUD. You'll get a Driver Rep bonus for each unused Flashback at the end of each race.

CONTROLS



✕	Play / Pause
L2 / R2	Fast-forward / rewind
□	Flashback
L1 / R1	Change camera
△	Enter YouTube editing mode
○	Exit

GET CONNECTED

CONNECTING

In order to play online you must create a PlayStation®Network account, please refer to http://playstation.com for further information. If you already have a PlayStation®Network account you can access the online features instantly.

Online portions of the game are broadband only. You must connect through a DSL, cable modem, higher speed internet connection, a Local Area Network (LAN) or a Wireless Local Area Network (WLAN) in order to play online.

In order to get online, several additional items are required, including a subscription to an Internet service provider, a network device, and a WLAN access point (for wireless networks). Please refer to the PlayStation®3 system Instructional Manual for further information and set up details.

MULTIPLAYER

There are two multiplayer modes: **Jam Session** and **Pro Tour**. Choose Jam Session if you want to choose exactly how to play - you can set up your own events or join someone else's. Pro Tour is for more competetive racing - there's more at stake and you'll have less control over tracks and disciplines.

FANBASE

Racing on PlayStation®Network will increase your **Fanbase**. Pro Tour events are worth more than Jam Sessions, and the higher you finish, the more fans you'll earn. Level up your Fanbase to earn Driver Rep, unlock liveries and earn other special items.

FANBASE BONUSES - Beat drivers who are 5 or more Fanbase tiers above you to get an **Against The Odds Bonus**. In team events, get a **Team Bonus** if your team wins overall.

DRIVER REP

Just like in the DiRT Tour, you can earn Driver Rep for completing **Race Objectives**. Check out the objective in the Service Area before each race event and then hit that target to earn your bonus.

FLASHBACK!

If you make a mistake or come off the track, you can choose to Flashback - just press SELECT or L1 during the race to use a **Multiplayer Flashback**.

Your progress and damage will be rewound automatically, placing you a short distance back on the track at speed. Be ready to pick up control and get straight back into the race.

KEEP IT CLEAN

In multiplayer you'll be given an **Impact Rating**. This is to let other racers know what kind of a driver you are, ranging from **white** for careful drivers, through **green** and **yellow**, to **red** for drivers who enjoy a bit more contact.

You can also be disqualified from races for poor conduct such as driving backwards or driving deliberately slowly. This will put a **black** indicator next to your name for the remainder of the race.

PARTY MODES

Check out these modes for some multiplayer madness over PlayStation®Network...

TRANSPORTER - Race around the Compound picking up the 'flags' and dropping them in the 'drop-zones' to score points. You can steal the flag with a nudge so expect a full-contact experience!

INVASION - The Robots are back! Hunt down and destroy the Robot invaders as they beam in but avoid causing collateral damage to the civilian buildings.

OUTBREAK - One racer is randomly infected at the start of each round - avoid him at all costs! Once infected you'll score points for infecting other players, but you'll score more for staying uninfected, so stay clean until the end of the round if you can!

CAT 'N' MOUSE - This team-only discipline takes place on standard tracks and sees each team racing to get their slower 'mouse' car over the line first. Cats should do whatever it takes to help out their mice!

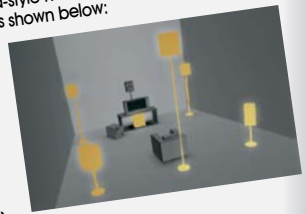
AUDIO SETTINGS

Audio settings can be adjusted from the game Options/Audio or Pause menu. You can set the volume of speech or music independently by moving the labelled sliders from left (silent) to right (maximum loudness). You can also independently adjust the volume of engines and other sound effects from left (quiet) to right (loud).

You can also select a custom mix to suit your listening set-up. The Mono option is for those with mono TVs or only one speaker, and ensures that all sounds are clearly heard via all PlayStation®3 audio outputs. Select Headphones for best results listening on stereo headphones, and Stereo only if using a 2.1 speaker configuration or a pair of stereo loudspeakers.

Select Surround if you have a 5.1 or 7.1 channel speaker system. If you have a 5.1 channel surround sound system the game will use uncompressed LPCM over HDMI if that is enabled, otherwise DTS® or Dolby Digital® via HDMI or the optical audio output, depending on your PlayStation®3 system configuration outside the game. LPCM gives lowest latency, highest performance and sound quality.

The HDMI 7.1 output can be mixed either for a conventional cinema-style horizontal 2D speaker layout - a hexagon plus front center and sub-woofer - or a true 3D layout, as shown below:



DiRT3 true 3D loudspeaker surround sound can be selected by choosing 3D7.1 SURROUND in the audio game options, providing your amplifier supports HDMI 1.3. The 3D sound works best if you sit in the midst of the speakers while playing. The 3D7.1 layout is also compatible with stereo and cinema 5.1 – just lean back for movies and music.

The extra two speakers should be placed as high as possible at the back center, and low down between the raised two front speakers, forming triangles, as shown. The front center (dialogue) speaker and sub-woofer positions are not critical, since they're not part of the 3D octahedron.

THANKS TO

WITH SPECIAL THANKS TO:
Campbell Roy
Christian Stevenson
Colin McRae Motorsport Ltd
ESPN
Gale + Co.
Jen Horsey
Ken Block
Kris Meeke
Sebastien Ogier
Tanner Foust
Wasserman Media Group, LLC

THANKS TO: MANUFACTURERS
Abarth & C. S.p.A.
Adam Opel GmbH
Audi AG
Automobiles Citroën
Automobiles Peugeot
BMW AG
Bowler Off-Road Ltd
Cosworth Group Holdings Limited
FIAT Group Automobiles S.p.A.
Ford Motor Company
Fuji Heavy Industries Limited
General Motors Corporation
Mitsubishi Motors Corporation
Nanjing Automobile (Group) Corporation
Renault Merchandising
Rhys Millen Racing Inc
Suzuki Motor Corporation
Toyota Motor Corporation
Volkswagen AG

TEAMS
Comas Historic Racing
Crawford Performance
Doran Motorsport Rallycross Team
Isachsen Motorsport AS
Kenneth Hansen Motorsport
Lawrence Gibson
MillenWorks
MMC Automotores do Brasil
Monster Sport Co. Ltd
Monster World Rally Team
Pailler Competition
Robby Gordon Motorsport
Tanaka Industrial Co., Ltd.
Team Birkbeck
Tusk Engineering

SPONSORS
ACT
Advan
AEM
Alpinestars
Andrews Heat for Hire
APR Performance
Arai Helmet
ARK Performance
ASD Motorsports
Autopoint Specialist Engineering
Avon Tires
BF Goodrich
BHP Performance Show
Bilstein
Blaupunkt
BMC Air Filters
BOGE
BOS Suspension
BP Ultimate
Brembo
CAI Vision
Car@nity
Carello
Carello
Castrol
CDX
Cibié
Cobra Seats
Compomotive Motorsport Wheels
Computervision
Corbeau Seats
Cricket & Co Europe
Dalik Fodda
DC Shoes
De Carbon
Dunlop
Dürr
Eibach Springs
Elf
EMC2
Endless
Eneos
Esso
Etnies
Exedy
Facom
Falken Tires
Ferrita
Fidanza
Flip
Forge Motorsport
Fulmer Helmets & Memphis Car Audio
GAB
Garmin
Gemini Car Alarm System
GIK
Gravity Assisted Mountain Biking
HANS Performance
Heila
HKS
Honeywell Turbo Technologies (Garrett)
JMB Stradale
K&N
KC HILITES
Kenwood
Kicker Performance Audio
Koni
Kumho Tires
KYB
Lucas and Diagonal
Lucas Oil Products
Luke Racing Systems
Magnetti Marelli
MCNsport / Darren McNamara
Michelin Tires
Milltek Sport
Minlex
Mishimoto
Mobil 1
Momo Racing
Monster Energy Drink
Motegi Racing
Motors TV
Motul
NGK
NickyGrist.com
Nixon
No Fear
NX Energy Drink
Oakley
Ohlins
Olsbergs MSE
Omex
OMP Racing
Oreca
Oshis
Oxy
OZ Racing
P&O Ferrymasters
Peltor
Phil Price Rally School
PIAA
Pioneer
Pirelli
Prodrive
PUMA
Quaife Engineering
Rally America
Recaro
Red Bull
Reedmango
Repsol YPF S.A.
Ripla
Rocketax
Rogue Status
Sabelt/TRW
Sachs
Scott
Shell
Siem
Simpson Performance Products
SKF
Skylocker Suspensions
SLIME
Smith Optics
Snap Off
Snap-on Tools
Sparco
SPC Performance
Speedline
Spy
Stilo
Texaco
Total
Toyo Tires
Traxxas
Valeo
X-Trac
Yokohama

ADDITIONAL THANKS
Aspen Ski Co.
Battersea Power Station & REO (Powerstation) Limited
California African American Museum, a California State Museum
Edward S. Levin
Gary Gee
Mini Cooper S, 33EJB, from the collection at the Heritage Motor Center, Gaydon
Sarova Hotels, Resorts & Game Lodges

Officially licensed by Volkswagen

© 2010 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"®, "EGO"®, the Codemasters logo and "DiRT"® are registered trademarks owned by Codemasters. "DiRT 3"™ is a trademark of Codemasters. Uses Bink Video. Copyright © 1997-2011 by RAD Game Tools, Inc. YouTube and the YouTube logo are trademarks of Google Inc. Portions of this software are copyright ©2009 The FreeType Project (www.freetype.org). All rights reserved. BMCode copyright © 2001-2011 andreas jonsson.

The Scorpion, all associated logos and distinctive designs are trademarks of Fiat Group Automobiles Spa. The body designs of the Abarth cars are protected as Fiat Group Automobiles' property under design, trademark and trade dress regulations. Trademarks, design patents and copyrights are used with the approval of the owner AUDI AG. Battersea Power Station™ is licensed by and the BMW model designations are Trademarks of BMW AG and are used under license, BP ULTIMATE and the ULTIMATE livery are trade The BMW logo, the BMW wordmark and the BMW model designations are trademarks of BMW AG and are used under license, BP ULTIMATE and the ULTIMATE livery are trade marks and are used with permission from BP p.l.c. CASTROL and CASTROL EDGE are trade marks and are used with permission from Castrol Limited. CHAMPION, FERODO and MOOG are trademarks of Federal-Mogul Corporation, Citroën trademarks and logo and body design are the intellectual property of Automobiles Citroën and are used under licence by Codemasters. "Colin McRae"™ and the Colin McRae signature device are registered trademarks of Colin McRae. Manufactured under license from Cosworth Group Holdings Limited. Ford Oval and nameplates are registered trademarks of Ford Motor Company. Manufactured by Rubber Industries, Ltd and Folken Tire Corporation. Ford Oval and vehicle body designs are General Motors Trademarks used under license to Codemasters Software Ltd. Codemasters. www.ford.com. Hummer, H3, all related Emblems, and vehicle body designs are trademarks and/or registered trademarks of GM Global Technology Operations, Inc., USA, and used under license. All commercial and publicity rights to use or market the name and likeness of Ken Block are licensed exclusively through The Wasserman Media Group, LLC. Lancia is a registered trademark owned by Fiat Group Marketing & Corporate Communication S.p.a. and licensed by Fiat Group Automobiles S.p.A. MG is a registered trademark of Nanjing Automobile (Group) Corporation. Licensed by BMH Limited. Licensing Agent LMI Limited www.bmh-ltd.com MITSUBISHI, Lancer Evolution X, Racing Lancer, names, emblems and body designs are General Motors Trademarks used under license to Codemasters Software Company Limited. Morris is a registered trademark and logo and body design are the CORPORATION and used under license to The Codemasters Software Company Limited. Peugeot trademarks of Pirelli & C. S.p.A. Rallye Monte a registered trademark of BMW AG. Licensed by BMH Limited. Licensing Agent LMI Limited www.bmh-ltd.com Opel, Kadett GT/E, Manta 400, all related Emblems, and vehicle body designs are Opel Eisenach GmbH and are used under license by Codemasters. PIRELLI and DRAGON are registered trademarks and Double Bull Device are trademarks of Red Carlo ® is a registered trademark. Red Bull GmbH/Austria reserves all rights therein and unauthorized uses are prohibited. "RENAULT" Official License Products. Vehicle Bull GmbH/Austria and used under license. Red Bull GmbH/Austria reserves all rights therein and unauthorized uses are prohibited. "RENAULT" Official License Products. Vehicle models and trademarks protected by intellectual property laws. Used with permission of RENAULT. All rights reserved. Manufactured under license from Rhys Millen Racing this product nor is Shell involved in the development or other commercial activities of these companies. SUBARU trademarks and body designs are properties of FUJI HEAVY INDUSTRIES, LTD. and used under license to The Codemasters Software Company Limited. "Suzuki" Motor Corporation. TEXACO and the Texaco Logo are Registered Trademarks of Chevron license. However this product is neither manufactured nor distributed by Suzuki Motor Corporation, Suzuki trademarks and body designs are trademarks of Suzuki Motor Corporation and used under Intellectual Property LLC. Toyo Tires is a trademark belonging to Toyo Tire & Rubber Co., Ltd. And is registered in the United States Patent and Trademark Office and in various other countries. Toyota, Celica, Tacoma, Scion tC and all other associated marks, emblems and designs are intellectual property rights of Toyota Motor Corporation and used with permission. Trademarks, design patents and copyrights are used with the permission of the owner Volkswagen AG. Script written by Adam Moore and Kevin Abrams.

All other copyrights or trademarks are the property of their respective owners and are being used under license. This game is NOT licensed by or associated with the FIA or any related company. Unauthorized copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product is prohibited. Developed and published by Codemasters.

Automobiles included in this game may be different from the actual automobiles in movement and performance. Do not imitate the driving and movements shown in this game. And remember, when driving an automobile in real life, always drive it safely.

SOUNDTRACK

"CRASH TACTICS"
Performed by 65daysofstatic.
Written by 65daysofstatic.
Published by Cooking Vinyl Publishing Limited
(P) & © Hassle Records.

"ALL FOR U"
Performed by Acetylene & RJD2
c/o Decon Records
RJ Electrical Connections (ASCAP)

"ISOLATION"
Performed by Alter Bridge
Produced by Michael 'Elvis' Baskette
(P) 2010 Alter Bridge under exclusive license to The All Blacks B.V.
Licensed courtesy of Roadrunner Records
from the Roadrunner Records album "AB III," used by permission
Words & Music by Kennedy and Tremonti
(c) 2010, Happy Prayer Music/Mark Tremonti Music, Inc/EMI April Music Inc/EMI Blackwood Music Inc/EMI Music Publishing Ltd

"THE WAITRESS"
Performed by Atmosphere
Written by Daley, Sean Michael/Davis, Anthony Jerome
© 2008 Upsidedown Heart Music (ASCAP)/Ant Turn That Snare Down (ASCAP)
By arrangement with Warner Music Group Video Game Licensing
Courtesy of Independent Label Group/Rhymesayers Entertainment, LLC
(P) 2008 Rhymesayers Entertainment, LLC

"THAT GOLDEN RULE"
Performed by Bitty Clyro
Licensed courtesy of Warner Music UK Ltd
Written by Neil, Simon Alexander
(C) Good Soldier Songs Limited (PRS)
All Rights Administered By Warner/Chappell Music Publishing Ltd
All Rights Reserved

"WHAT GOOD'S A ROCK WITHOUT A ROLL?"
Performed by Black Spiders
Music by P Spiby/ A. Lister/ M. Thomas/ S. Atkinson
All lyrics P. Spiby
Used by Permission. Copyright control.

"BLIND FAITH"
Performed by Chase & Status Feat. Liam Bailey
Courtesy of Mercury Records (London)
Under licence from Universal Music Operations Ltd
Written by Hartman, Bailey, Kennard, Milton and Lee
(c) 2010, Life B4 Music Inc/EMI Blackwood Music Inc/EMI Music Publishing Ltd/ Universal Music Publishing Ltd/Copyright Control

"DON'T TURN THE LIGHTS ON"
Performed by Chromeo
Courtesy of Atlantic Recording Corporation
By arrangement with Warner Music Group Video Game licensing
(P) 2010 Atlantic Recording Corporation
(P) 2010 Back Yard Recordings / Turbo Recordings
Written by D. MacKinnon/ P. Gemayel
Published by Artwerk Music LLC Administered by Network One Music Canada Ltd.

"MIRRORS"
Performed by Crocodiles
Written by Brandon Welchez and Charles Rowell
Published by Strangetown Songs (SESAC) and Art Monk Songs (SESAC)
Licensed courtesy of Fat Possum Records

"CAULIFLOWER"
Performed by Dan le sac Vs Scroobius Pip
Words by Scroobius Pip, Dan Le Sac
Music by Dan Le Sac
Additional vocals - Kid A, Dan Le Sac
The copyright in this sound recording is owned by Sunday Best Recordings
P 2010 Sunday Best Recordings
C 2010 Sunday Best Recordings

"JUDGEMENT DAY (FEATURING CYANTIFIC & I-KAY)"
Performed by Danny Byrd featuring Cyantific & I-Kay
Written by Danny Byrd, Jonathan Stanley, Ik Agu and Don Blackman. Arranged and produced by Danny Byrd and Jonathan Stanley. Vocals: I-Kay
Published by Songs In The Key Of Knife / Blackman Music BMI / KK Boy Publishing.
"Judgement Day" contains an interpolation of "Hobogiabofrbin™" written, in part, by Donald Blackman.
Appears courtesy of Hospital Records (c) 2010

"WE CAN HAVE IT ALL"
Performed by Danny Byrd
Written, arranged and produced by Danny Byrd.
Vocals: Victoria Beaumont and Martin Fillery.
Published by Songs In The Key Of Knife.
Appears courtesy of Hospital Records (c) 2010

"KEEP IT SIMPLE"
Performed by David E Sugar
Written, Produced & Mixed by David E Sugar
Published by TummyTouch Music Group
The copyright in this sound recording is owned by Sunday Best Recordings
P 2010 Sunday Best Recordings
C 2010 Sunday Best Recordings
(c) Touch Tones Music Ltd/EMI Music Publishing Ltd

"SMILES ALL ROUND"
Performed by Dead Havana
Written by James Veck-Gilodi, Chris Pennells, Lee Wilson, Tom Ogden
Courtesy of A Wolf At Your Door Records Limited
Published by A Wolf At Your Door Publishing Limited

"WHEELS TURNING"
Performed by Dinosaur Pile-Up
Written by Matthew Bigland, Tom Dornford-May, Steve Wilson
(c) 2009, EMI Music Publishing Ltd
Courtesy of Big Brain Recordings

"ARE YOU BLIND"
Performed by Dive A
Under license from Minder Music on behalf of Dive A Inc.
Written by Bruno Mascolo Jr.
Published by Minder Music

"SUFFRAGETTE SUFFRAGETTE"
Performed by Everything Everything
Courtesy of Geffen Records (UK)
Under licence from Universal Music Operations Ltd
Written by Higgs / Pritchard / Robertshaw / Spearman
Published by Universal Music Publishing Ltd.

"INSIGHT FEATURING ASHERU (A. SKILLZ REMIX)"
Performed by Fort Knox Five
Written by Sid Barcelona, Jon Horvath, Rob Myers, Steve Raskin and Gabriel Benn
Scratching: Mat the Alien
Additional Production and Remix by A. Skillz
Published by FKS Music (BMI) and Arbor Day (ASCAP)
Administered By BUG
Courtesy of Fort Knox Recordings

"INSIGHT FEATURING ASHERU (THE NEXTMEN REMIX)"
Performed by Fort Knox Five
Written by Sid Barcelona, Jon Horvath, Rob Myers, Steve Raskin and Gabriel Benn
Scratching: Mat the Alien
Additional Production and Remix by The Nextmen
Published by FKS Music (BMI) and Arbor Day (ASCAP)
Administered By BUG
Courtesy of Fort Knox Recordings

"UPTOWN TRICKS FEATURING MUSTAFA AKBAR (SHIMON'S TRIX RADIO MIX)"
Performed by Fort Knox Five
Written by Sid Barcelona, Jon Horvath, Rob Myers, Steve Raskin and Mustafa Akbar
Additional Production and Remix by Shimon
Published by FKS Music (BMI) and Kizimmusic (ASCAP)
Administered By BUG
Courtesy of Fort Knox Recordings

"DISAPPEAR AGAIN"
Performed by FURYON (Chris Green, Matt Mitchell, Lee Farmery, Alex Bowen, Pat Heath)
Written by - Chris Green, Matt Mitchell, Rick Beato
Recorded and mixed in Stone Mountain, Georgia, USA
Used by Permission. Copyright control.

"FEELING ALIVE"
Performed by Glamour of the Kill
Glamour of the Kill are: Davey Richmond, Chris Gomerson, Mike Kingswood, Ben Thomson.
Written by Glamour of the Kill.
The Copyright in the sound is owned by Afflicted Music LTD.
Produced and Engineered by Martyn 'Ginge' Ford and Jeff Rose.

"STARE INTO THE SUN"
Performed by Gratitiis
Written by Jamie Scott/Tommy D/Nina Woodford
Published by Copyright Control/Sony ATV Music Publishing/ Chrysalis Music Limited
Licensed courtesy of NWFree Music LLP

"FRIENDLY GHOST"
Performed by Harlem
Courtesy of Mataday Records Limited
www.matadorrecords.com
Written by Harlem
Used by Permission. Copyright control.

"FUSE"
Performed by Hudson Mohawke
Written & Produced by Hudson Mohawke
© 2009, Warp Music Publishing
Courtesy of Warp Records

"STORM 3000"
Performed by Leftfield
Performed by Leftfield exclusively licensed to Sony Music Entertainment UK Ltd
(p) 1995 Hard Hands Ltd
Written by N. Barnes/P. Daley.
Published by Chrysalis Music Ltd. © 1995.
Used by permission. All rights reserved.

"CHERRY MOON"
Performed by Lorn
(Ortega)
Published by Just Isn't Music
P Brainfeeder 2010
Courtesy of Brainfeeder

"I'VE GOT FRIENDS"
Performed by Manchester Orchestra
(P) 2009 Sony Music Entertainment Inc
Written by J. Hull. Published by Chrysalis Music Ltd. © 2009.
Used by permission. All rights reserved.

"FUN FOR ME"
Performed by Moloko
Written by R. Murphy/M. Brydon
Published by Chrysalis Music Ltd. © 1995.
Used by permission. All rights reserved.
(P) 1995 The Echo Label Limited

"TRIPPIN' AT THE DISCO"
Performed by People Under The Stairs
Written by C. Portugal and M. Turner
Published by Sounds of Om (ASCAP) Administered by Bug Music
© & (p) 2009 Om Records

"GHETTO BURNIN'"
Performed by Phonat
Licensed from MotoHifi Records Ltd
(p) & © 2010 MotoHifi Records Ltd
Written by Henry Ritson, Michele Balduzzi, Yolanda Quartey
(c) Kobalt Music Publishing Limited
www.mofohifi.com
www.phonat.net

"GHETTO BURNIN' (MMMATHIAS MIX)"
Performed by Phonat
Licensed from MotoHifi Records Ltd
(p) & © 2010 MotoHifi Records Ltd
Written by Henry Ritson, Michele Balduzzi, Yolanda Quartey
(c) Kobalt Music Publishing Limited
www.mofohifi.com
www.phonat.net

"INTIMATE CONFESSIONS"
Performed by Phonat
Licensed from MotoHifi Records Ltd
(p) & © 2010 MotoHifi Records Ltd
Written by Michele Balduzzi
(c) Kobalt Music Publishing Limited
www.mofohifi.com
www.phonat.net

"GOOD TIMES ROLL PT.2"
Performed by RJD2
Written by R. Krohn
P/C 2009 R J Electrical Connections (ASCAP)

"PETER PIPER"
Performed by Run DMC
Written by Simmons, Joseph Ward (CA)/McDaniels, Darryl Matthews (CA)
(C) Rabasse Music Ltd (NS) and Rush Groove Music (ASCAP)
(P) 1986 Sony Music Entertainment Inc
All Rights Administered by Warner/Chappell Music Ltd
All Rights Reserved

"THE WEDGE"
Performed by Scott Nixon
Written and Produced by Scott Nixon
Used By Permission. Copyright control.

"RESOLUTION"
Performed by Scott Nixon
Written and Produced by Scott Nixon
Used By Permission. Copyright control.

"LISTENIN' TO THE RECORDS ON MY WALL"
Performed by Skream
Written by O. Jones
Produced, Engineered & Mixed by Skream
P & C 2010 Ammunition Promotions Ltd
Licensed courtesy of Tempa
Taken from the album "Outside The Box"
Published by EMI Music Publishing

"DEMONS"
Performed by South Central
All words and music written, arranged, produced, recorded, mixed and performed by South Central.
Courtesy of South Central Productions and Egregore Music.
Used By Permission. Copyright control.

"NEW CITIES (FEATURING KIKI HITOMI)"
Performed by Starkey and Kiki Hitomi
Written by P J Geissinger and Kiki Hitomi.
All masters owned by Planet Mu
Used by permission from P J Geissinger and Kiki Hitomi.

"OK LUV"
Performed by Starkey
Written by P J Geissinger
All masters owned by Planet Mu
Used by permission from P J Geissinger.

"PLEASURE POINTS"
Performed by Starkey
Written by P J Geissinger.
All masters owned by Planet Mu
Used by permission from P J Geissinger.

"LHC BLUES"
Performed by Tek-One
Written and Composed by Howard Newman
Used By Permission. Copyright control.

"BURN RUBBER ON ME (WHY YOU WANNA HURT ME)"
Performed by The Gap Band
Written by Lonnie Simmons, Rudy Taylor and Charlie Wilson.
Courtesy of Island Def Jam Music Group
Under licence from Universal Music Operations Ltd
Published by Minder Music Ltd. (World excluding USA & Canada)
Published by Taking Care of Business Music, Inc. (USA & Canada)

"THE SPIRIT OF JAZZ"
Performed by The Gaslight Anthem
© SideOneDummy records 2010
℗ SideOneDummy records 2010
Words & Music by Fallon
© 2011, Little Eden Music/EMI April Music Inc/ EMI Music Publishing Ltd

"T.O.R.N.A.D.O"
Performed by The Go! Team
Written by Ian Parton and Nkechi-Ka Egenamba
(C) Man Mountain Music Limited administered by Kobalt Music Publishing Limited
Stuart Bogie – Come and Say Hello (ASCAP)
Aaron Johnson – Superbone Publishing (ASCAP)

"THE ANSWER"
Performed by UNKLE featuring Big in Japan (Bailtimore)
Written by Matt Pierce, Michael Lowry, James Griffith, Gravin Ciark, James Lavelle, Pablo Clements
Under license from Surrender All Ltd
Publishing by Copyright Control / Campbell Connelly & Co Limited

"RULES DON'T STOP"
Performed by We Are Scientists
Words & Music by Cain/Murphy
Published by Sony/ATV Music Publishing
© Masterwan Recordings 2010
℗ Masterwan Recordings 2010

"CRYSTAL CLEAR"
Performed by Young Guns
Written by Gustav Wood, John Taylor, Fraser Taylor, Ben Jolliffe, Simon Mitchell
Copyright Control
© Live Forever, Released under exclusive licence by [PIAS] Recordings 2010
℗ Live Forever, Released under exclusive licence by [PIAS] Recordings 2010

CUSTOMER SUPPORT

CODEMASTERS INC.
TEL: (646) 432-6888
WWW.CODEMASTERS.COM
MAIL: CUSTSERVICE@CODEMASTERS.COM

THE CODEMASTERS SOFTWARE COMPANY LIMITED SOFTWARE LICENSE AGREEMENT & WARRANTY

IMPORTANT - READ CAREFULLY: THE ACCOMPANYING PROGRAM (WHICH INCLUDES COMPUTER SOFTWARE PROGRAM, THE MEDIA AND RELATED DOCUMENTATION IN PRINTED OR ELECTRONIC FORM) IS LICENSED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREEMENT BETWEEN YOU AND THE CODEMASTERS SOFTWARE COMPANY LIMITED. ("CODEMASTERS"). BY USING THE PROGRAM, YOU AGREE TO BE LEGALLY BOUND BY THE TERMS OF THIS AGREEMENT WITH CODEMASTERS.

THE PROGRAM is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. The Program is licensed, and not sold, and this Agreement confers no title or ownership to the Program or any copy thereof.

1. Limited Use License. Codemasters grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Program solely for your personal use.
2. Ownership. All intellectual property rights in and to the Program (including but not limited to video, audio and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited license in paragraph 1 hereof.

YOU SHALL NOT:

*Copy the Program.

*Sell, rent, lease, license, distribute or otherwize transfer or make available to any other person the Program, in whole or in part, or use the Program or any part thereof in any commercial context, including but not limited to use in a service bureau, "cyber cafe", computer gaming center or any other commercial location in which multiple users may access the Program. Codemasters may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.

*Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Program, in whole or in part.

*Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

*Export or re-export the Program or any copy or adaptation in violation of any applicable U.S. export restrictions or other laws or regulations.

LIMITED WARRANTY. Codemasters warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium of a product is found defective within 90 days of original purchase, Codemasters agrees to replace, free of charge, such product within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Codemasters. In the event that the Program is no longer available, Codemasters retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Codemasters and is not applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE CODEMASTERS.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

Send to:

Warranty Replacements,
Codemasters Inc., P.O. Box 11359 Burbank, CA 91510-1359.

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTERS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTER'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Codemasters, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c) (1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227- 19, as applicable. The Contractor/Manufacturer is Codemasters Inc., P.O. Box 11359 Burbank, CA 91510-1359.

INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Codemasters, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

Any conflict between this EULA and the PSN Terms of Service and User Agreement shall be resolved in favor of the PSN Terms of Service and User Agreement.

If you have any questions concerning this license, you may contact Codemasters at:
The Codemasters Software Company Limited, P.O. Box 6, Royal Leamington Spa, Warwickshire, CV47 2ZT, United Kingdom.
Tel: +44 1926 816000 Fax: +44 1926 817595

"PlayStation", "DUALSHOCK" and "SIXAXIS" are registered trademarks and "PS3" and the PlayStation Network logo are trademarks of Sony Computer Entertainment Inc.

FOR THE LATEST GAME RELEASES AND NEWS VISIT

WWW.CODEMASTERS.COM

BECOME A FAN ON FACEBOOK:

WWW.FACEBOOK.COM/DIRT3GAME

FOLLOW US ON TWITTER:

WWW.TWITTER.COM/DIRT3GAME

CHECK OUT THE LATEST VIDEOS:

WWW.YOUTUBE.COM/DIRT3GAME

© 2010 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"®, "EGO"®, the Codemasters logo and "DiRT"® are registered trademarks owned by Codemasters. "DiRT 3"™ is a trademark of Codemasters. DTS and the DTS Symbol are registered trademarks of DTS, Inc. and DTS Digital Surround is a trademark of DTS, Inc. Uses Bink Video. Copyright © 1997-2011 by RAD Game Tools, Inc. YouTube and the YouTube logo are trademarks of Google Inc. Portions of this software are copyright ©2009 The FreeType Project (www.freetype.org). All rights reserved. BMCode copyright © 2001 - 2011 andreas jönsson.

Automobiles included in this game may be different from the actual automobiles in movement and performance. Do not imitate the driving and movements shown in this game. And remember, when driving an automobile in real life, always drive it safely.

All other copyrights or trademarks are the property of their respective owners and are being used under license. This game is NOT licensed by or associated with the FIA or any related company. Unauthorized copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product is prohibited. Developed and published by Codemasters.

767649403424